said inserted card, a selective level of access to at least part of the first data is made available to the user dependent upon the card-based value imparted by the second set of data.

<u>IN THE SPECIFICATION</u>:

Please delete the paragraph starting at page 1, line 3 and ending at page 1, line 9.

Please substitute the paragraph starting at page 5, line 13 and ending at page 5, line 17 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

--Also currently available are various types of digital trading cards, which can be bought, sold, and swapped in "virtual" form, i.e., without involving a physical card or a physical medium having stored thereon an electronic version of the card. Examples of this genre include INZOMNIA ® digital trading cards, and CYBERACTION ® interactive digital trading cards.--

Please substitute the paragraph starting at page 6, line 9 and ending at page 6, line 20 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

--Physical trading cards typically have printed information concerning the relevant subject matter displayed on the card itself. Thus in one example, statistics relating to the particular baseball player who is pictured on the card can be printed on the card. In

another example, a depiction of a game character can be printed on the card, as well as characteristics of the character. If an owner of such a trading card wishes to find out more information about the subject depicted on the card, the owner must typically access associated material in physical form, such as a related brochure. Alternatively, the owner may visit a "web site" which is identified on the card. The physical cards, in this case, can be implemented with a shape and functionality of a CD ROM, thereby being insertable into a CD ROM drive on a personal computer (PC). This facilitates access to network based associated information. POWER DECK ® trading cards from UPPER DECK ® use this aforementioned approach.--

Please substitute the paragraph starting at page 9, line 19 and ending at page 9, line 23 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

--a reader device into which the smart card is insertable, the reader device comprising a transparent touch panel configured to overlay the smart card when so inserted whereupon a user selection of any one of the icon or indicia through depression of the touch panel at a location above the one icon or indicia causes corresponding the data to be read from the memory device by the reader to implement a corresponding one of the functions;--

Please substitute the paragraph starting at page 10, line 12 and ending at page 10, line 13 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

- 23 -

--a plurality of smart cards forming a set related to predetermined information, each of the smart cards comprising:--

Please substitute the paragraph starting at page 14, line 12 and ending at page 14, line 17 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

--Illustrated in Fig. 1 is a computer system 100 operated by the vendor. The system 100 includes a computer module 101 to which is connected a keyboard 102, a smart card programmer/reader 10 configured to program and read a smart card 1, a display 114, a printer 115, and a camera 117 which can be either a digital still camera or a digital video camera. The computer system 100 is also connected to a communications link 116 which can take various forms as will be described in more detail hereafter.--

Please substitute the paragraph starting at page 14, line 22 and ending at page 14, line 25 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

--Fig. 3 shows a smart card 31 which in this example is intended to be used to sell tickets to a sporting stadium. Located on the surface 38 of the smart card 31 is a stadium indicium 32, a view indicium 33, a number of people indicium 34, an event indicium 35, a "book the seat" indicium 36 and scroll indicia 37.--

Please substitute the paragraph starting at page 17, line 12 and ending at page 17, line 19 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

--Where a tourist agency or cruise ship operator is able to sell tickets to various cruises on a particular vessel, a smart card 51 of Fig. 5 is preloaded with data in relation to the vessel itself, its amenities, the proposed cruises to be held in the near future and so on. By pressing on the indicium 52 the nature of the accommodation available on "C deck" is displayed. By pressing on the indicium 53 the nature of the accommodation available on "B deck" is displayed. By pressing on the indicium 54 the nature of the accommodation available on the "A Deck" is displayed. Again pressing the cabin indicia results in a view of the type of cabin being displayed and other information as to amenities such as en suite toilet, bar fridge, etc. Other cruise specific information is also able to be displayed such as the ports of call, any day trips planned for the cruise, the entertainers booked for the cruise, and so on.--

Please substitute the paragraph starting at page 18, line 22 and ending at page 19, line 5 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

--It will also be appreciated that the smart cards 31, 41, 51 each constitute a customisable portable user interface and in addition to enabling the event to be booked can also constitute a ticket for entrance to the event. This is accomplished by storing in the smart card 31, 41, 51 the booking details finalised via the communication link 116, 216, necessitating that the system 200 include a programmer/reader 10, rather than merely a

- 25 -

reader 12. If the purchaser then takes the smart card to the event and the event venue is itself provided with a smart card reader 12 and associated computer system, entry to the venue can be automatically gained by inserting the smart card 31, 41, 51 into the card reader 12 which then checks the booked details against a master list of all such bookings.--

Please substitute the paragraph starting at page 19, line 12 and ending at page 19, line 16 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

--As seen in Fig. 8, located on the reverse side of the card 70 are the address and contact details of the donor and electrical contacts 78 which enable an integrated circuit (not illustrated but known in the art) located within the card 70 to make electrical contact after the card 70 has been inserted into a card reader 10, 12 such as those shown in Figs. 1 and 2.--

Please substitute the paragraph starting at page 24, line 20 and ending at page 25, line 2 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

--The computer system 300 comprises a computer module 301, input devices such as a card reader/programmer 10, 12 a keyboard 302, mouse 303, and camera 317, output devices including a printer 315 and a display device 314. A Modulator-Demodulator (Modem) transceiver device 316 is used by the computer module 301 for communicating to and from a communications network 320, for example connectable via a telephone line 321 or other functional medium. The modem 316 can be used to obtain

- 26 -

access to the Internet, and other network systems, such as a Local Area Network (LAN) or a Wide Area Network (WAN).--

Please substitute the paragraph starting at page 25, line 3 and ending at page 25, line 15 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

--The computer module 301 typically includes at least one processor unit 305, a memory unit 306, for example formed from semiconductor random access memory (RAM) and read only memory (ROM), input/output (I/O) interfaces including a video interface 307, and an I/O interface 313 for the keyboard 302, mouse 303, and card reader/programmer 10, 12 and an interface 308 for the printer 315, modem 316 and camera 317. A storage device 309 is provided and typically includes a hard disk drive 310 and a floppy disk drive 311. A magnetic tape drive (not illustrated) is also able to be used. A CD-ROM drive 312 is typically provided as a non-volatile source of data. The components 305-314 typically communicate via an interconnected bus 304 and in a manner which results in a conventional mode of operation of the computer system 300 known to those in the relevant art. Examples of computers on which the embodiments can be practised include IBM ® personal computers (PCs) and compatibles, SUN SRARCSTATIONS ® or alike computer system evolved therefrom.--

Please substitute the paragraph starting at page 26, line 13 and ending at page 27, line 5 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

- 27 -

--Many applications for such smart cards involve the use of standard keypad layouts the incorporation of which as icons on the surface of the smart card may occupy valuable icon real estate. This deficiency is addressed in the arrangement of Fig. 17 through the reader 400 being configured with keypad overlay 410 formed as a flap 416 connected by means of hinges 412 to the body of the reader 400. A switch 414 is provided to detect those instances when the flap 416 is moved into an operative position above the touch panel 402. Alternatively, the switch may be formed within one of the hinges 412. When then flap 416 is hinged over the touch panel 402, a signal from the switch 414 disables the functions of any icons or indicia beneath the keypad overlay 410 and in turn activates a keypad interpretation of the touch panel 402 corresponding to a layout 420 of the keypad formed in the flap 416 as seen in Fig. 18. Such operation may be achieved using a "shifted" or alternate mapping table stored within the reader 400. Where appropriate, the layout 420 may be opaque so as to present to the user only that information contained in the layout 420 for interpretation. Further, whereas the layout 420 shows only a numeric keypad layout having two function buttons (# and *), other layouts may be used, for example alphanumeric layouts such as those commonly found on cellular mobile telephones and the like. Also, the hinged overlay 410 may be replaced by some other physical arrangements, such as a sliding shutter or door.--

Please substitute the paragraph starting at page 32, line 23 and ending at page 33, line 6 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

--Fig. 21 is a flow chart of method steps by which a game 716 can be played using the trading cards 500. The game 716 commences with a step 700 in which a player selects a "game" smart card from a set of game smart cards. It is to be appreciated that the set of trading cards 500 forms the set of game cards in the present instance, and the card being selected will, for example, be the card 506 from this set (see Fig. 19). Thereafter, the selected card 506 is inserted into a smart card reader in a step 702. The player is then able, in a step 704, to navigate a database (eg. 526 in Fig. 19) using card "controls", such as the icons 510. In a following step 706, database information 542 can be accessed using the aforementioned navigation as an access mechanism.--

Please substitute the paragraph starting at page 35, line 6 and ending at page 35, line 15 with the following replacement paragraph. A marked-up copy of this paragraph, showing the changes made thereto, is attached.

--It will also be apparent, that although the game process 716 has been described in terms of a relatively "static" information comparison context, be it a single or multi-player competition, further implementations are possible within the scope of the present disclosure. Thus, for example, the smart card control icons 510 (see Fig. 19) can be used on an inserted smart card in the smart card reader 528 to play action games. These controls can initiate actions such as picking up objects, using objects, and performing physical actions with respect to other characters. The aforementioned objects are virtual objects as comprehended by the game player by means of a display. If a number of smart card readers are available, then multiple players can play these action games in a multi-player context.--